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DOOKU'S SOLAR SAILER

Private *Punworcca 116*-class interstellar sloop

Juno Eclipse

Stormtrooper variants

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STAR WARS

As enigmatic as its owner, Jedi Master Count Dooku, the *Punworcca 116*-class interstellar sloop was one of the most sought-after vessels of the Clone Wars. This wasn't because of its antique solar sail, or because the ship itself was particularly valuable (though it was). Rather, it was because capturing it and its owner carried a huge reward from the Republic.

"I'M GOING TO CORUSCANT. MY MASTER WILL NOT LET THE REPUBLIC GET AWAY WITH THIS TREACHERY."

COUNT DOOKU

COUNT DOOKU'S SOLAR SAILER

PUNWORCCA 116-CLASS INTERSTELLAR SLOOP

Having cut all ties to the Jedi Order, Dooku seemingly embraced the wealth and influence his family connections on Serenno brought him, including the ancestral title of Count. That he would adopt the elegant if impractical form of transport that was the Punworcca sloop seemed in keeping with his new life. However, as with all Sith, there was an ulterior motive.

The sloop that became synonymous with Count Dooku during the Separatist Crisis and the Clone Wars was a gift to him from his ally, Archduke Poggle the Lesser of Geonosis. An elegant antique and curiosity, it came from a time when the Geonosians dabbled with solar sail technology. If Poggle had expected Dooku to use the sloop merely as a personal shuttle, he must have been surprised when the Count next returned to Geonosis.

Compact Vessel

The *Punworcca 116*-class interstellar sloop was manufactured by Geonosian company, the Huppla Pasa Tisc Shipwrights Collective. They also designed the *Nantex*-class territorial defence starfighters used extensively by the Geonosian hives and deployed during the Clone Wars wherever Geonosian interests were threatened. During the Clone Wars, Huppla Pasa Tisc designed and built the 'Fanblade starfighters', the *Ginivex*-class, used by Dooku's pet assassin Asajj Ventress. The body of the ship was not large, measuring a little over 15 metres in length, and just under five metres high and wide. Of that length, only around 10 metres was taken up by the cockpit and passenger compartment. Dooku had the interior fitted to provide basic comforts – a bunk, refresher station and, most importantly to Dooku, a huge library of databooks. Maps and data readouts filled a bank of screens under the library shelves, keeping the Count appraised of the success, or otherwise, of his plans, and of the progress of the war.

Sail Away

The sloop was flown by an FA-4 pilot droid, a wheeled droid manufactured by the SoroSuub Corporation, or very rarely by Dooku himself. The bubble cockpit was large enough for Dooku to sit comfortably alongside the droid, enjoying the astounding view the clear canopy afforded. The view could only be experienced uninterrupted while the sloop was either just leaving or arriving at a planet. When it needed to enter hyperspace, the prongs of the ship opened up and a unique and mysterious solar sail, one that Dooku had bought somewhere in the Gree Enclave, was swiftly deployed. Though the delicate golden sail dwarfed the ship, by rights it should have been far bigger. Solar sails were abandoned as a practical means of interstellar travel because they were easily damaged, worked best only when the ship was travelling directly away from a star, and tended to be huge – the diameter of a small moon for any decent-sized vessel. Dooku's puzzling solar sail was far smaller than it should have been, but worked phenomenally well, despite having no back-up systems aboard the sloop. The sail added to Dooku's intimidating mystique, keeping even his Geonosian allies in awe.

ELEGANT FUGITIVE

DOOKU'S SOLAR SAILER

When Count Dooku was spotted in the isolationist Gree Enclave in the months leading up to the outbreak of war on Geonosis, the Senate Bureau of Intelligence stated their probe droid was unable to make sense of the particle emissions left by the vessel Dooku departed in.

When they tried to trace Count Dooku's departure, what concerned SBI Director Armand Isard and his technicians was that little to no emissions were detected at all. Dooku's vessel entered hyperspace with barely a ripple. This was the first (un)recorded incident of the Count using his solar sailer – the *Punworcca 116*-class interstellar sloop having just had its antique sail installed by Gree crafters.

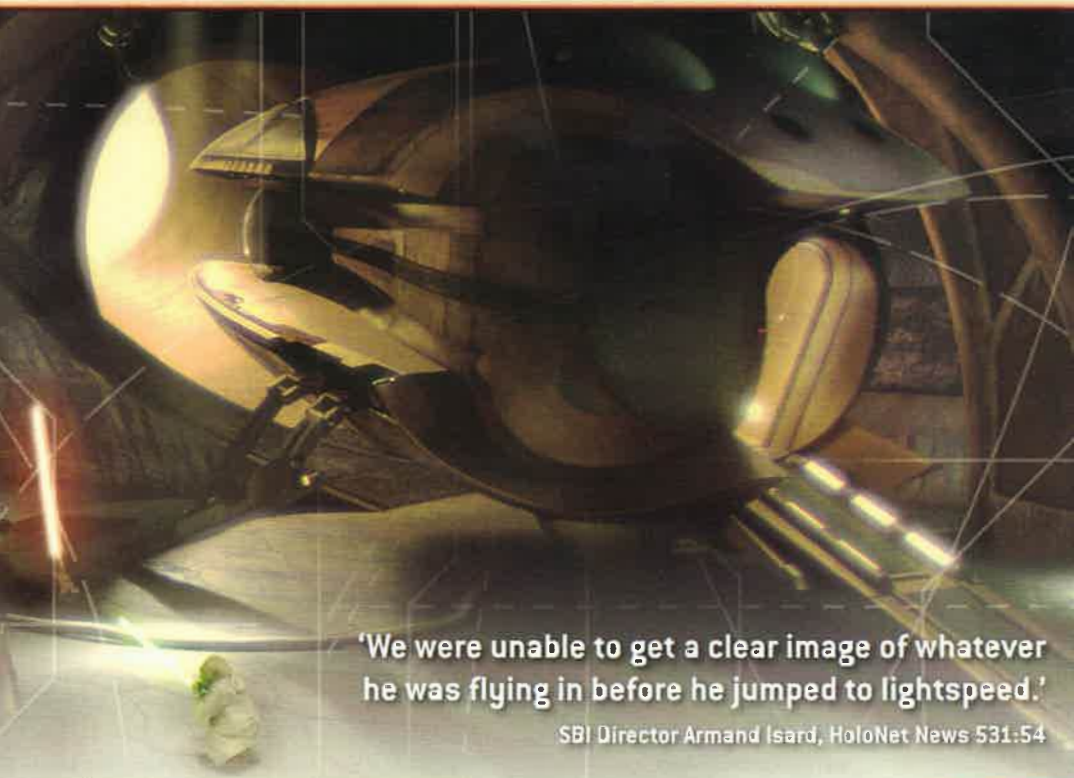
Synonymous with Dooku

What Isard had discovered was one of the principal reasons why Dooku had decided to use a solar sailer. The devices require no fuel of their own, and so have few emissions, save very slight additional concentrations of existing background solar plasma radiation. The ability to enter hyperspace without leaving emissions that could give hints as to a heading and destination were invaluable as Dooku built his network of alliances and dark promises. Quickly, his mysterious starship and remarkable sail became a trademark of the Count, if only amongst his allies. The next significant encounter the Republic had with both Dooku and the sloop was when he used the ship to escape Geonosis, vanishing under the nose of a Republic fleet, bound for Coruscant to report to Darth Sidious that the Clone Wars had begun.

Though Dooku evaded the Republic for much of the war, he was detained on one occasion. His flagship was attacked by Republic forces over Vanqor, and Dooku was forced to flee in the sloop, pursued hotly by Anakin Skywalker and Obi-Wan Kenobi. Unable to unfurl the sail safely, Dooku was shot down by Obi-Wan and crashed on the surface. Evading the two Jedi in nearby caves, Dooku emerged to find his ship being looted by renegade Weequay pirates led by Hondo Ohnaka. Dooku and his ship were taken to Florrum, and the Count later escaped. The fate of that damaged, captured and stripped vessel, and the fact that Dooku was soon flying a similar sloop, implied the Count had more than one of the ships.

Asajj Ventress

During the Clone Wars, the fact that Dooku was so closely associated with appearances of the *Punworcca*



'We were unable to get a clear image of whatever he was flying in before he jumped to lightspeed.'

SBI Director Armand Isard, HoloNet News 531:54

116-class interstellar sloop may well have led to the Count loaning or gifting just such a ship to his dark acolyte Asajj Ventress. The assassin used it to flee Rugosa after failing to best Grand Master Yoda and gain the allegiance of the Toydarians to the Separatist cause. Alternatively, giving Ventress an unarmed vessel, rather than her usual fantail starfighter may simply have been a way to give a more peaceful appearance to her diplomatic mission.

Lost Forever

Count Dooku was defeated and killed by Anakin Skywalker onboard General Grievous' flagship *Invisible Hand* during the Battle of Coruscant. The ship was later destroyed, and it was assumed Dooku's last solar sailer was lost then.

STARKILLER'S CLONE

LEGACY OF THE PAST

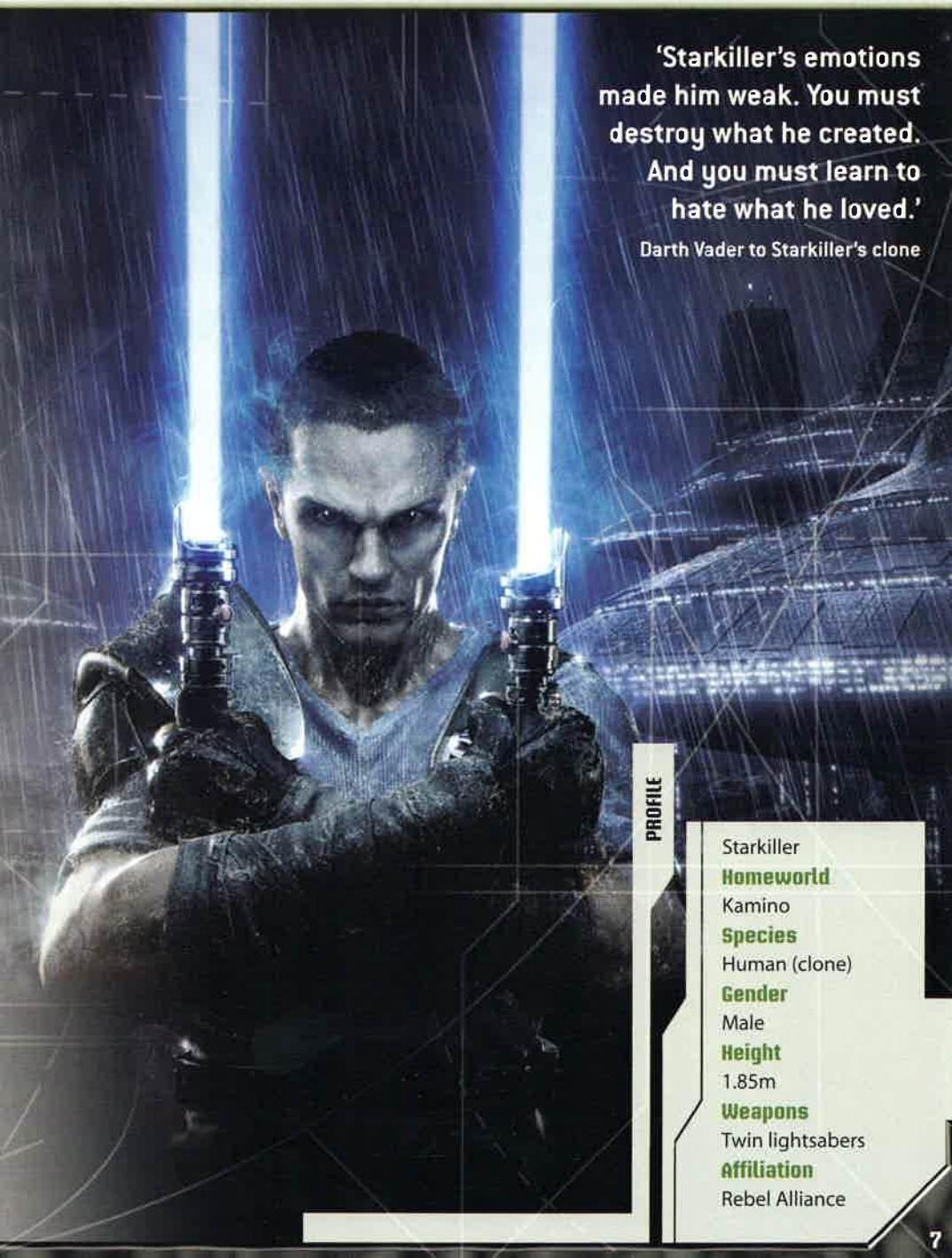
The Emperor's plans were subtle, meticulous and utterly ruthless but one backfired magnificently, sowing the seeds of the destruction of the Empire. Part of it died in the throne room aboard the incomplete first Death Star. Sometimes, however, death is not the end.

His Jedi father struck down by Darth Vader, Starkiller was raised by his father's killer. Told that he was Vader's secret, an apprentice trained to help destroy the Emperor, Starkiller was a weapon used to strike down a clutch of Jedi who had escaped the Great Purge. 'Discovered' by the Emperor, betrayed by Vader, Starkiller began to slip back to the light side of the Force. He betrayed Darth Vader, saving the leaders of the burgeoning Rebel Alliance that Palpatine had sought to bring together to destroy. Casting away the dark side, Starkiller died doing battle with Palpatine, allowing his friends time to escape. The Alliance adopted the Starkiller's family crest as its icon in honour of a fallen hero.

The Kamino Connection

To no one involved with Palpatine's plot could imagine that Starkiller would live again, or that the name would be forever claimed for the light side of the Force. The devastating potential shown by the original Starkiller meant that both the Emperor and Darth Vader were reluctant to let him go.

Starkiller's corpse was put into immediate stasis. Vader took it to Imperial-occupied Kamino, where the body was mined for genetic material and clones were created. It was incredibly difficult to grow a clone of any Force-wielding individual, Jedi or Sith. Add to this the accelerated growth Darth Vader insisted on, and the reason for the months of failure become immediately apparent. Some clones were born mindless or insane. Others slipped into insanity, or were driven there when the programming and flash memory training conflicted with the emotions and memory fragments carried by the clones. The key memory was always Juno Eclipse, the former Imperial pilot who had flown Starkiller's ship and with whom Starkiller had fallen in love.



'Starkiller's emotions made him weak. You must destroy what he created. And you must learn to hate what he loved.'

Darth Vader to Starkiller's clone

PROFILE

Starkiller

Homeworld
Kamino

Species
Human (clone)

Gender
Male

Height
1.85m

Weapons
Twin lightsabers

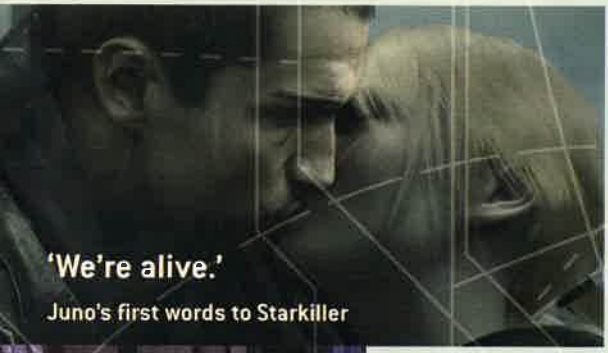
Affiliation
Rebel Alliance

Success, Of Sorts

One year before the Battle of Yavin, one clone finally showed great promise. On the verge of success, the memories of the original Starkiller – as well as his feelings for Juno – allowed the clone to see Vader's past treachery. Brushing aside the Dark Lord, the clone blasted through the wall of the facility and escaped.

Saving Kota – Again

Before his decision to rebel, the Starkiller clone had been told by Darth Vader that General Kota was on Cato Neimoidia. The Jedi Master was the clone's only link to finding Juno. Stealing Vader's starfighter on Kamino, the clone headed for Cato Neimoidia. On the way, he made another decision he would forever make the name 'Starkiller' his and his alone. Believing it was Darth Vader arriving, the Imperial governor, Baron Merillion Tarko, was surprised to see Starkiller. When the young man could not give the security codes, Tarko ordered his troops to attack. He then fled back to the arena where Kota had been fighting for seven days. Starkiller soon joined an amazed Kota, so the desperate governor released a huge Gorog beast. While Kota tracked down Tarko, Starkiller engaged the beast. The arena was destroyed in the battle, falling into the massive



'We're alive.'

Juno's first words to Starkiller

sinkhole over which it hung. The Gorog devoured Tarko, but grabbed General Kota as it too fell. Starkiller leapt after them, killing the beast and rescuing Kota. The General called on the original Starkiller's ship, the *Rogue Shadow,* to pick them up.

On Dagobah

Safe again, Kota refused to believe this Starkiller was a clone. Starkiller was confused, deciding to give himself to the Force for guidance. A chance mention of Dagobah by Kota sparked something in him. Dropping the old Jedi general off so he could rejoin the Rebellion and find Juno, Starkiller travelled to the swamp world. Meanwhile, Darth Vader tasked Boba Fett with capturing Juno Eclipse, knowing Starkiller would follow her to him. On Dagobah, Starkiller briefly met Yoda before walking into the dark side cave in search of answers. His visions revealed Vader's plans and Juno being attacked. As Yoda insisted it was correct, Starkiller followed the visions.

Reunions

Back with Kota, the two headed for Nordra where Juno was in company with the Rebel fleet. However, before Starkiller could meet up with Juno aboard *Salvation*, Boba Fett and the Imperial terror troopers, whom he'd brought with him, attacked. Starkiller did what he could, but Fett captured Eclipse and took her to Kamino. Starkiller followed with the Rebel fleet, who were determined to wipe out the Imperial facility. Destroying the planetary shield, Starkiller faced Darth Vader, who threatened to kill Juno unless the clone joined him. Instead, after Juno had struck at the Dark Lord and seemingly been killed, Starkiller fought his former master. Vader was defeated, but Starkiller spared him on Kota's insistence. Juno Eclipse had survived, just, and she and Starkiller had an emotional reunion. Once Juno had recovered sufficiently, she and Starkiller departed for Dantooine in *Rogue Shadow*, with Darth Vader imprisoned aboard the starship.

The Hunt

Boba Fett was originally tasked with capturing or killing Starkiller on Cato Neimoidia, but arrived too late. Retasked with capturing Eclipse, Fett succeeded, though with some regret. He himself was still trying to find his path, though the job was slowly consuming his every waking hour. It cost him a relationship with fellow hunter Xasha. Fett watched Starkiller and Juno's reunion on Kamino through a gunsight, but decided not to strike then. Instead, he followed *Rogue Shadow* in *Slave 1*.

STAR DESTROYER REPAIR

THE KDY TYPE I/M ORBITAL REPAIR YARD

The Imperial Navy's Star Destroyers built by Kuat Drive Yards were armoured giants that bristled with enough weapons to wipe out all but the most determined resistance. However, collisions, combat and general wear-and-tear meant that even those giants needed repairs now and then.

Kuat Drive Yards had manufactured a number of Type I and Type II orbital yards that could accommodate capital ships in need of repair. These yards were generally fixed in orbit, though the Type II had hyperdrive capability. Occasionally, a Star Destroyer could not reach such a place, or it was not tactically, economically or politically expedient to bring in a huge orbiting facility. In these instances, a KDY Type I/m orbital repair yard could be used.

The Clamp

At 1200m long, the KDY Type I/m repair yard was dubbed 'The Clamp' by navy personnel. It could be carried to where it was needed by support craft; then it relied entirely on manoeuvring jets to get to the stricken vessel it had to repair, and to maintain position or orbit. Uncharacteristically for Imperial-related equipment, the triple-pronged frame was a bright orange. The drone tugs that were dispatched from the I/m yard to tow damaged Star Destroyers to the frame were the same lurid colour. The two upper arms on the repair yard were hinged to allow for the differences between Imperial and *Victory*-class ships. Once the damaged vessel was in position, guided there by repulsor cushions in the prongs, the clamp fixed magnetic grapples to the ship to hold it in place.

Orbital Repair Yard PROFILE

Type
I/m orbital repair yard

Manufacturer
Kuat Drive Yards

Size
1200m long

Weapons
None

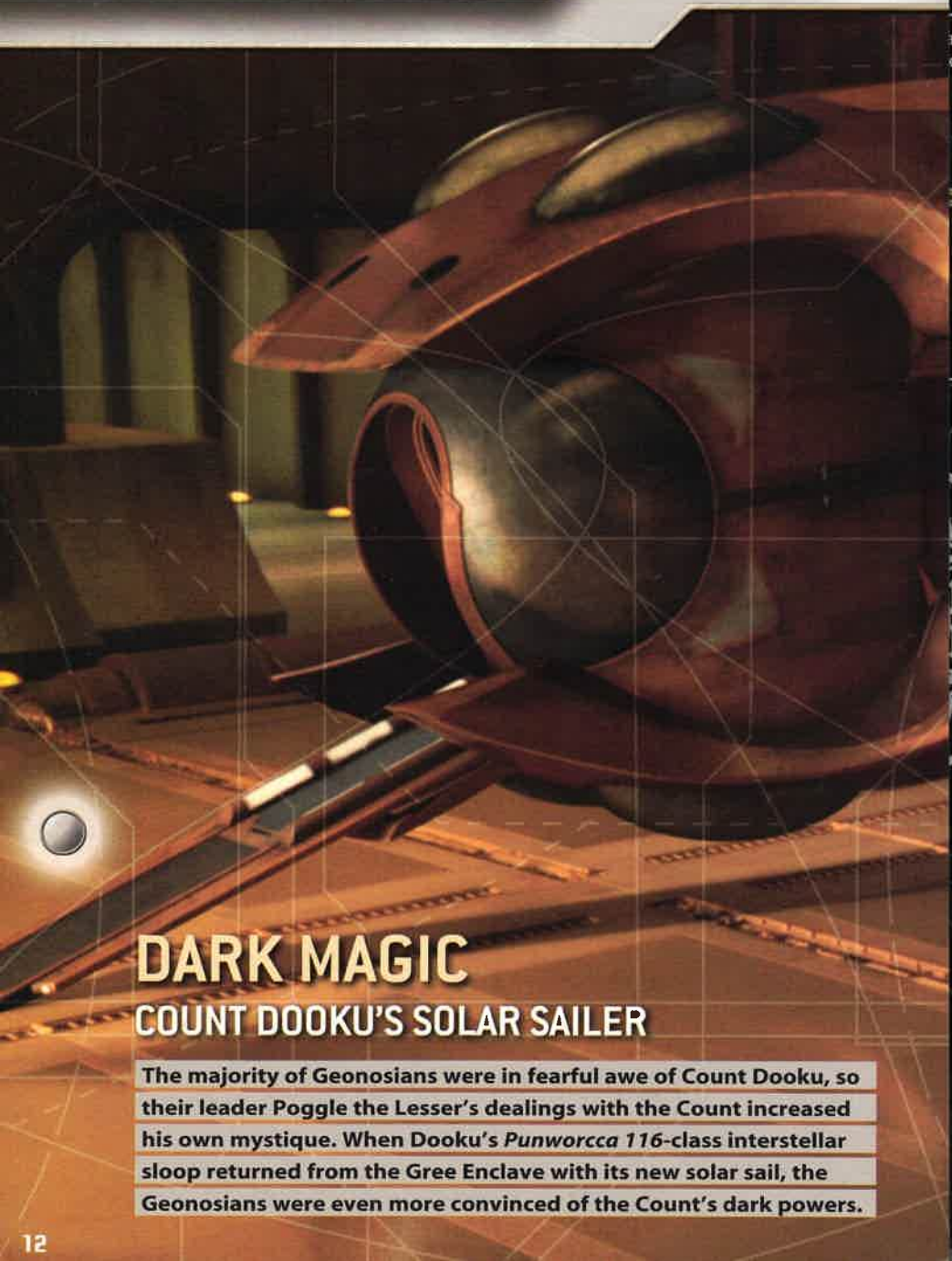
Crew
Approx. 20x officers, 400x technicians, 200x droids, 50x navy troopers

Complement
10x drone tugs, 15x repair shuttles, 2x crew shuttles, 4x TIE/In starfighters

Affiliation
Galactic Empire, New Republic

Tugs, Shuttles and TIE's

The drone tugs were stored in the lower half of a two-tier hold in the wide base of the dock. The upper hold was where the repair shuttles were dispatched from, where small visiting craft could dock, and where a TIE/In fighter flight was held for emergency cover. Larger pieces of plating and equipment were picked up by the drone tugs from airlocks located at various points around the dock, and carried to where the repair teams needed them. The Type I/m yard had small automated manufacturing facilities aboard that could recycle damaged plating where necessary to effect repairs.



DARK MAGIC

COUNT DOOKU'S SOLAR SAILER

The majority of Geonosians were in fearful awe of Count Dooku, so their leader Poggle the Lesser's dealings with the Count increased his own mystique. When Dooku's *Punworcca 116*-class interstellar sloop returned from the Gree Enclave with its new solar sail, the Geonosians were even more convinced of the Count's dark powers.

COUNT DOOKU'S *PUNWORCCA 116*-CLASS INTERSTELLAR SLOOP

Type
Personal yacht

Manufacturer
Huppla Pasa Tisc Shipwrights Collective

Size
15.2m long (105.16m with sail deployed), 4.6m wide, 4.8m high

Sail Dimensions
67.1m high, 112.5m wide

Maximum Speed
1,600 km/h in atmosphere

Maximum Acceleration
1000 G (with sail), 30 G (repulsors only)

Hyperdrive
Class 1.5

Shields
Geonosian triple-layer system

Weapons
None (array of 84 miniature tractor-repulsor projectors could be used)

Crew
1x pilot, 1x co-pilot, 1x engineer (minimum 1x pilot)

Passengers
1 (maximum of 10)

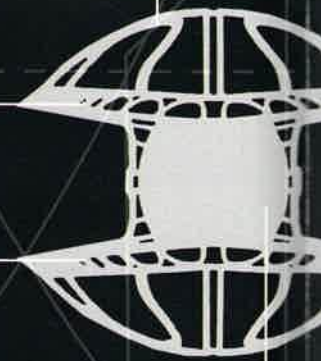
Additional Systems
HoloNet transceiver

Affiliation
Count Dooku, CIS

Above the main living area of Dooku's ship is the rarely used engineering compartment. The sloop was designed to fly with a crew of three, including an engineer drone who would rarely leave the functional, bare compartment. Dooku preferred to keep a minimal crew of a single FA-4 droid pilot, and to conduct any rarely required in-flight engineering himself.

Geonosian starships typically feature two or more multi-functional bow prongs.

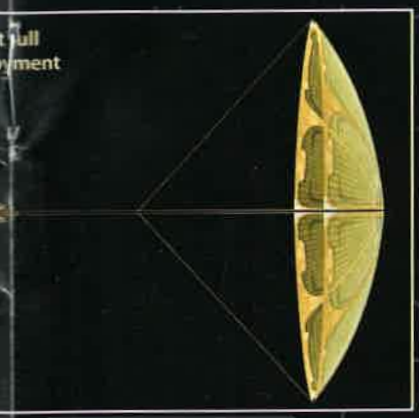
Sail at
deploy



Intermediary power cell

Prong elements diagnostic hatch

Cockpit module can be replaced by a weapons or sensor orb if piloting controls are routed to the main hold.

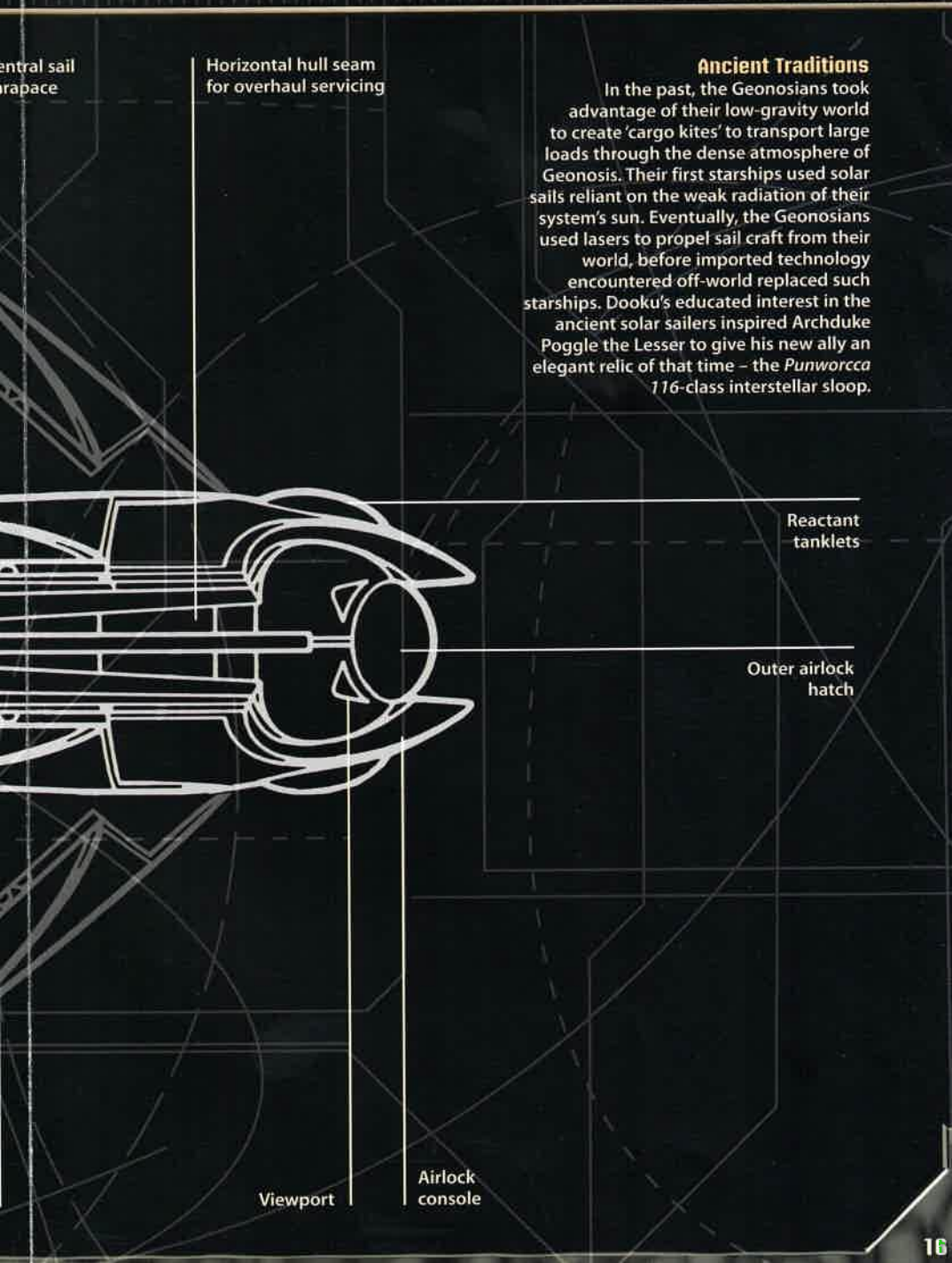


Dark surface made of heavy metals that are preciously rare on Geonosis.

Cockpit module

Permeable covers over beamer elements

Dorsal sail carapace



Ancient Traditions

In the past, the Geonosians took advantage of their low-gravity world to create 'cargo kites' to transport large loads through the dense atmosphere of Geonosis. Their first starships used solar sails reliant on the weak radiation of their system's sun. Eventually, the Geonosians used lasers to propel sail craft from their world, before imported technology encountered off-world replaced such starships. Dooku's educated interest in the ancient solar sailers inspired Archduke Poggle the Lesser to give his new ally an elegant relic of that time – the *Punworcca 116*-class interstellar sloop.

JUNO ECLIPSE

STARKILLER'S SALVATION

Through their mishandling of Starkiller, the Emperor and Darth Vader created the Rebel Alliance. They also made an enemy of Starkiller's former pilot, Juno Eclipse. Seemingly an insignificant part of their plot, Eclipse's role in the Alliance and as Starkiller's inspiration would prove very significant indeed.

Born and raised on Corulag, Juno's mother was killed in the crossfire of a battle between loyal Imperials and dastardly dissenters, according to the official report. Partly because of that, and the intensely pro-Imperial stance of her grieving father, Eclipse became the youngest cadet ever at the Corulag Academy.

In Vader's Service

Despite the fact that, in the eyes of her Imperial masters, Eclipse's gender was an issue, she never gave anyone an excuse to use it against her. Juno's service record was exemplary, and she finally became part of Darth Vader's own elite unit of TIE pilots, Black Eight Squadron.

At the Bombing of Callos, she numbly obeyed orders to continue attacking an already crushed world, despite openly expressed misgivings. Her role in the genocide would haunt her to the end of her days. Vader had Juno reassigned, realising she lacked the blind ruthlessness he required of Black Eight pilots. Instead, she was to become one of a line of pilots who were to fly the personal craft of his secret apprentice, Starkiller. She would probably die doing this, so Vader dismissed her from his mind.

PROFILE

Juno Eclipse

Homeworld
Corulag

Species
Human

Gender
Female

Height
1.75m

Starship
Rogue Shadow

Affiliation
Galactic Empire
Rebel Alliance

'As long as she lives, I will always control you.'

Darth Vader, speaking about Juno to Starkiller's clone

Starkiller

What began as an unusual assignment to ferry a spy from place to place became something much more. From their initial meeting to working very closely together in the confines of the *Rogue Shadow*, both Juno and Starkiller had to conceal growing feelings for each other. These feelings had already become significant when Starkiller was betrayed by Vader, who also imprisoned Juno and declared her a traitor. She was rescued by Starkiller, and the two went on to help bring together the leaders of the Rebel Alliance. Juno helped Starkiller throw off Vader's chains. The two shared a first and seemingly final kiss when he set off to free the Alliance leadership aboard the first Death Star. When Starkiller's clone returned, she helped him defeat Vader, before accepting the clone as her love reborn.

Rebel Captain

It was revealed to Juno that the love she shared with Starkiller had given him the courage to free himself from the dark side of the Force. Proud of him and of the part she played, Juno stayed on with the Rebellion – despite her occasional frustration with the slow progress it made. Juno was instrumental in bringing the Mon Calamari tactician Ackbar into the Alliance hierarchy, and his people and their starships into the Rebel fleet.

IMPERIAL STORMTROOPERS

SPECIAL UNITS

After the Clone Wars, the Imperial military machine inherited a number of specialised units of clone troopers. Over the following years, they also experimented with other variants, some of which were successful enough to continue as part of the Imperial forces, some of which were not.

The Imperial Stormtrooper Corp was a separate entity from the Imperial Army and the Imperial Navy. The innumerable white-armoured soldiers were seen as an extension of the will of the Emperor and vastly outnumbered Army and Navy troopers.

JUMPTROOPER

In some tactical situations, air cover from starfighters or from airspeeders was either unavailable, impractical or just plain impossible. Carried over from the Clone Wars where they were known as jet troopers, the Imperial jumptrooper flew using an AJP-400 Hush-About jet pack, complete with a built-in Merr-Sonn missile launcher. This allowed the jumptrooper to offer air-to-ground cover in a variety of tactical situations and in environments where traditional air support was not possible. They wore the basic stormtrooper armour, though the kneepads and shoulder pads were stronger. The helmets featured many of the additional sensor and communications features used by scout troopers. Jumptroopers were typically armed with recoilless DN bolt caster plasma disruptors, though they were also occasionally fielded with heavy weapons or flame weapons. While their jet packs gave them their tactical edge, they were also the jumptroopers' primary weakness. A solid hit on the AJP-400 sent it and the trooper into an uncontrollable spin, with a fatally fiery conclusion.

EVO TROOPER

With the enemies of the Empire often sheltering in the harshest of environments, the Imperial Environment Trooper, or EVO trooper for short, were an elite unit trained and equipped to operate anywhere. As operations on hostile worlds requiring use of EVO

troopers needed to be quick, these specialists were even more brutally efficient than other stormtrooper units. Their bulky backpacks contained all the equipment the troopers needed to survive in the particular environments they were to be posted in. EVO trooper armour, including a unique bodyglove for every possible situation, included advanced breathing filters and sealed air

Ruthless and single-minded in their adherence to their orders, stormtroopers were seen as a disposable resource. Their training and indoctrination made them proud to fight and die in service to their Emperor.

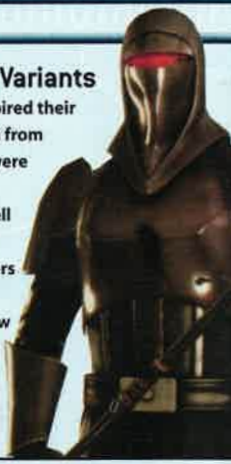
recycling systems. EVO troopers could function in extremes of radiation, heat, cold and even electric storms. Ultimately, the sandtroopers, radtroopers and snowtroopers became separate units, while Imperial hazard troopers dealt with really severe environments.

Riot Trooper

Even as Supreme Chancellor of the Republic, Palpatine showed a willingness to use troops under his command against the people he supposedly governed. As Emperor, such events became daily occurrences. The Emperor's desire to rule through fear led to the creation of the Imperial riot trooper. Dressed in armour that blended elements of stormtrooper gear

Imperial Royal Guard Variants

The Emperor's Royal Guard inspired their own variants. Some were drawn from the ranks of the Guard, others were merely modelled on their appearance. The Saber Guard fell into this latter camp, and used twin lightsabers in close-quarters combat. They had no Force Powers, but the dreaded Shadow Guards did. Though not as powerful in the dark side as the Emperor's Hand agents, they were still a significant threat.



and that of Palpatine's Royal Guard, they equipped electrostaffs very similar to those used by General Grievous' bodyguards. Made of rare cortosis, and so resistant to even lightsaber blades, the staffs were wielded with deliberate showmanship. Riot troopers were deployed singly or in pairs. When dealing with civilian crowds they were devastating, making hideous examples of some of the rioters to encourage the others to disperse.

Incinerator Trooper

One of the most horrific examples of Imperial brutality, the Imperial incinerator troopers were used when the Empire wanted to make a slow, painful example. It was all very well to glass a planet's surface from orbit – the incinerator troops made it all the more personal. Bred and trained specifically to take delight in their work, these troopers used elements of EVO trooper armour to shield themselves from the fires they ignited. Incinerator troopers used oversized plasma rifles to lay waste to their surroundings, and specifically targeted living beings.

Terror Trooper

Wearing helmets whose visors were designed to echo the feared visage of General Grievous, and with breathing gear that made them sound like Lord Vader, Terror troopers were black-clad assassins. They wore Sith-influenced armour that included personal cloaking technology. Though they were trained with a variety of blaster weapons, they lived up to their name by using their armoured claws to tear opponents to pieces before vanishing again. The Terror trooper program was overseen by Darth Vader himself. Fortunately, it was short-lived, thanks to one of the earliest large-scale assaults by the Rebel Alliance on the Kaminoan city of Timara. Despite the destruction of the city seeing the end to the Terror Troopers, they remained a potential threat to the Alliance for many years.

THE FORCE UNLEASHED II

CONTINUING THE SAGA

First unveiled in December 2009, then released in October of 2010, The Force Unleashed II video game continued the story of Starkiller, despite the hero having been killed at the end of the first title. As before, this latest launch was a multimedia event, including games, comics and a novelisation.

The Force Unleashed II project was overseen by writer Haden Blackman, much as he had done with the first game. In an introduction included with the special edition of the game, Blackman described the complications inherent in developing the second project:

'As story-tellers, The Force Unleashed II presented us with a daunting puzzle box. We needed to stay true to the Force Unleashed gameplay, with a story that allows for over-the-top Jedi action, big set-pieces, epic battles, and dangerous locations. We also wanted to explore new themes, and make this a much more personal and primal story while still tying into major events from the *Star Wars* saga. And we had to find a way to resurrect our main character – Darth Vader's secret apprentice, Starkiller, who sacrifices himself at the end of The Force Unleashed to protect the fledgling Rebellion.'

Total Eclipse of the Heart

Initially, the team played with the idea that Starkiller is unaware of the nature of his resurrection, spending the game searching for the truth, eventually discovering he's a clone created by Vader. Blackman was deeply unhappy with that idea, so the team went back to Starkiller's motivations. One bright light shone through – Juno Eclipse. She had been the reason Starkiller fought on, sacrificing everything. Blackman

knew they had found the motivation they needed – the puzzle box of the story could be opened! 'I knew that only a quest to be reunited with Juno could bring Starkiller back from the dead. And this was the hidden lock, the pressure plate that led to that magical momentum, and the rest of the locks gave way one after another. Starkiller's identity, the secret behind his resurrection, even the role of cloning in the story, all fell into place, and soon the box opened and we had the heart of our game.'

Spreading the Story

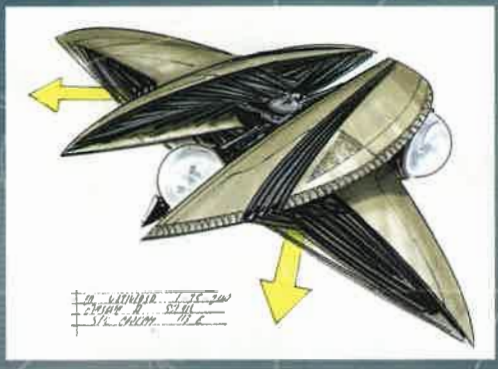
The story of The Force Unleashed II as told in the game focuses on Starkiller, with characters like Juno, PROXY, and General Kota playing smaller though still vital roles. The stories, particularly what they did before Starkiller returned, were covered in detail in the novel by Sean Williams and the comic scripted by Haden Blackman himself. The comic adaptation followed the involvement of Boba Fett in Vader's plot in more detail, while the novel dealt with sub-stories such as Juno Eclipse's involvement with the Rebel Alliance.

COUNT DOOKU'S SOLAR SAILER

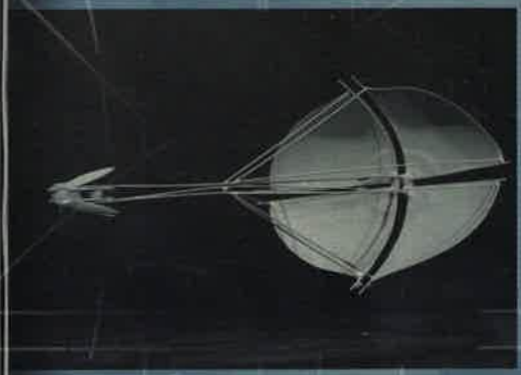
FROM NABOO TO GEONOSIS

DESIGNING THE SOLAR SAILER

1 This Doug Chiang production sketch shows solar sail-powered starships from what was then known as 'Rock World' but would become Geonosis.



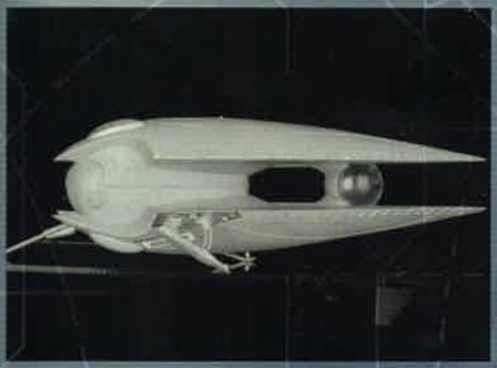
2 Edwin Natividad designed this water beetle-like craft. At this stage, the ship was envisaged as being like a limousine, with a separate cockpit.



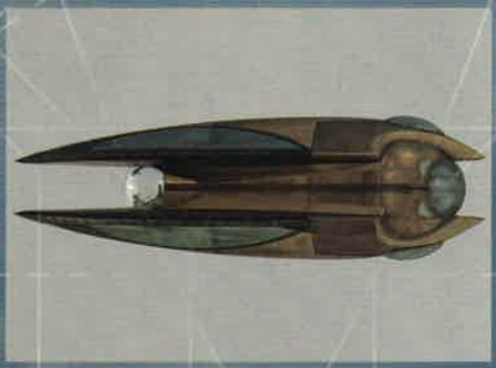
5 This version of the model was designed to show how the solar sail itself deployed.

6 The basic look remained the same in the final digital model.

Count Dooku's sailer began life as a rejected design for Queen Amidala's Royal Transport. It then became a Geonosian craft, and adopted many of the insect-like qualities of that species. Initially designed to have a Geonosian pilot, it was decided a droid would act as Dooku's chauffeur.



3 This early production model shows a central void, with nothing linking the cockpit to the main body.



4 The final digital version for the film linked the cockpit to the passenger compartment to allow for a shot of Dooku sitting alongside the pilot.

7 Darth Sidious waits for Count Dooku, actually Darth Tyranus, on Coruscant.

8 Darth Tyranus makes his report to his secret Sith master.

DID YOU KNOW?

1 What is this a production sketch of?

2 Where did Count Dooku conceal his personal starship while visiting Geonosis?

3 On Kamino, Boba Fett discovered bounty hunter Kasha had betrayed him. In what way?

ANSWERS:

1 The sketch is not of Count Dooku's ship, but an early design by Doug Chiang for Queen Amidala's ship in Episode I.

2 Count Dooku hid his ship in an abandoned factory that had once made weapons for a civil war on Derenzil.

3 Fett had thought Kasha was in love with him. Even if this had been the case, she had been hired by Darth Vader to collect genetic samples and retain scans for a new generation of clone warriors being bred on Kamino. Fett destroyed them all, and killed the scientist in charge.

LAHSBANE – MIMBAN

Lahsbane

Region: Mid Rim Territories

The lush world of Lahsbane was rarely visited for two reasons. The first was that the pollen of unique flora on the planet possessed properties that quickly clogged vehicles' intake filters. The second reason was that the peaceful Lahsbees grew into mindless, violent, 3m-tall Huhks.

Lianna

Region: Outer Rim Territories
System: Lianna System

200 years before the Battle of Yavin, Sienar Technologies began operations on Lianna. It was taken over by the Santhe family, and became headquarters for Santhe/Sienar Technologies. They supported the Empire until Endor and maintained tense relations with the Imperial Remnant.

Lwhekk

Region: Unknown Regions
System: Ssi'kaat System

Homeworld of the Ssi-ruuk, the saurian people who conquered many worlds in their vicinity and enslaved their people. The Ssi-ruuk used a system called entechment to drain the life force from captives to power their machines, discovering that humans were an excellent source.

Malastare

Region: Mid Rim
System: Malastare System

Homeworld of the Dug and many Gran colonists. The Gran and the Dug fought a long and bloody war for Malastare, settled by the Senate in favour of the Gran. The Dugs were relocated to the more barren western continent until the New Republic restored equality.

Melida/Daan

Region: Outer Rim Territories
System: Melida/Daan System

Colonised 1,000 years before the Clone Wars, the planet descended into a long civil war. A faction called the Young, made up of both Melida and Daan, stopped the war by fighting against both sides. However, the other two factions united to form the Elders and the war began again.

Mimban

Region: Expansion Region
System: Circarpous Major

The local name for Circarpous V, mined for thaissen crystals and other resources. The crystals could be used to make 'Force detectors' used by Palpatine's Jedi hunters to identify Force-sensitive individuals. It was the site of the first duel between Darth Vader and Luke Skywalker.

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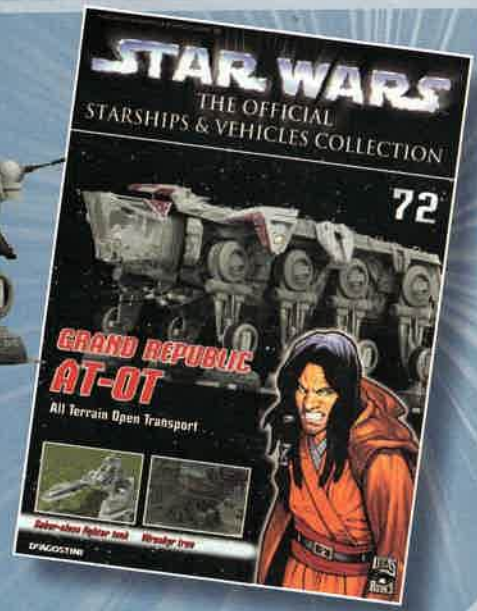
IN YOUR NEXT ISSUE



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